SACHEN®

SA-016

HELL FIGHTER

HELL FIGHTER CONTROL SUMMARY

1. First Page

Start Button	Start the game
Select Button	Enter to the Option Page

2. Option Page

*	PLAYER ····· 08	Lee Long's quantity
	CREDIT ····· 03	Level Continuance
	STAGE ····· 1	Level Stage
	MUSIC ····· ON	Music ON of OFF
	RAPID ····· OFF	Continuous firing ON or OFF

Left and Right Arrows	Select function
Up and down Arrows	Select item

3. Game Page

Left and Right Arrows	Move Lee Long in the indicated direction.
Button A	Cause Lee Long to jump
Button B	Cause Lee Long to fire
Button B + Down Arrow	Cause Lee Long to kick
Start Button	Pause or start the game

HELL FIGHTER

Thank you for selecting the cartridge of Thin Chen Ent. Please read this instruction carefully to ensure proper handling of your new game, and save this booklet for future reference.

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II. INTRODUCTION

III. GAME CONTROL

IV. WEAPONS

V. ENEMIES

I. PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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II. **INTRODUCTION**

In the dark and cold Hades, here with an ambitious Satan who is anxious and intend to control the whole world of human being. He has no way to reach the horrible plan until the Devil Crystal Ball fallen into his hands.

On the day the Devil Crystal Ball fell, the world changes. With the evil power of the Crysal Ball, Satan made the world chaotic. In the critical moment, the wise old man has found a man with Chinese Kungfu. The old man trained him the uncanny power for saving the world. Finally, the young man Lee Long is on his way to destroy destroy Satan and the devils·····

III. GAME CONTROL

Left and Right Arrows	Move Lee Long in the indicated direction.
Button A	Move Lee Long to jump
Button B	Cause Lee Long to fire
Button B + Down Arrow	Cause Lee Long to kick
Start Button	Pause or start the game

IV. WEAPONS

(A) TREASURE

When you take the following balls, you will get weapons; you can choose the weapon by choosing the color of ball :

YELLOW

GREEN

RED

BLUE

(B) WEAPONS

Red Ball : Increase ½ unit energy.
(after you eat two red balls, you can get one Lee Long)

Yellow Ball : Flying spear
(attack power — 1 unit)

Green Ball : Breathing Strength
(attack power — 5 units)

Blue Ball : Protection Balloons

V. ENEMIES

Level 1：Dead Twon

The entrance to Level 1 is called "死城" （Dead Town）

the boss is Evil Beast who lives in the end of Knives Mountain.

Human Skeleton

Devil Bull

Dead River

Thousand Knives Mountain

Magma

Evil Beast

Level 2 : Hell Prison

The entrance to Level 2 is Hell Prison, the boss is Thousand-year Dragon.

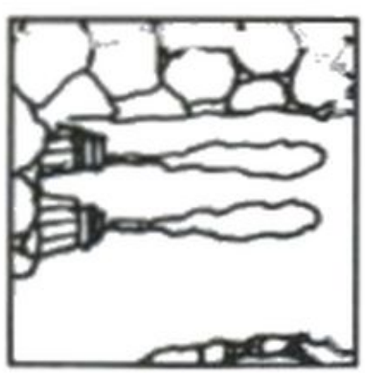
Vampire

Witch

Spear Ghost

Cascade

Never Return Bridge



Flame Lane

Nails Row

Thousand-year Dragon

Level 3 : Chill House

The entrance to Level 3 is Chill House, the boss is 3-head Devil.

Flying Waddy

Ghost Cloud

Devil Bird

Devil wolf

Snow Man

Ghost Boatman

3-head Devil

Level 4 : Landscape Pavilion

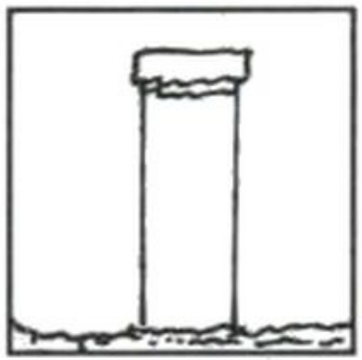
The entrance to Level 4 is Landscape Pavilion, the boss is Poison Crab.

Evil Rattan

Flying Beast

Poison Bee

Wizard

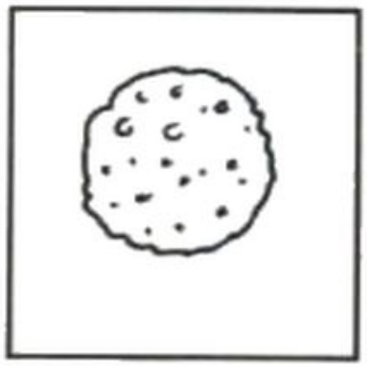


Heat Pillor

Poison Crab

Level 5 : No Return Path

The entrance to Levl 5 is No Return Path, the boss is Junior Dinosaur.



Flying Stone

Poison worm

Insect

Tree's Worm

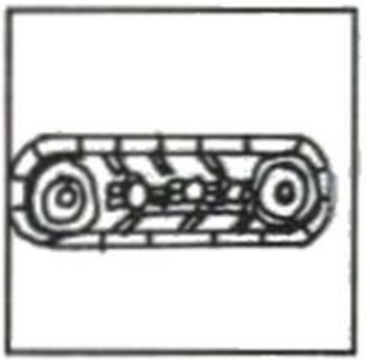
Big Bat

Junior Dinosaur

Level 6 : Evil Propagation

The last level "Evil Propagation" is the place where devil propagates, watch your step very carefully or you will drop into the Hell and never return.

Steel Nails



Wheel Paddles

Iron Cock

Chain-steel Ball

Evil Satan

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such interference in a residential installatin. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

HELL FIGHTER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE

SACHEN